AMENDMENTS TO THE CLAIMS

Detailed Listing of All Claims 1-19:

Claim 1 (Currently amended). A method of pulling and playing digital media data stored over a digital data network, the method comprising the steps of:

accessing a playlist wherein said playlist specifies a first digital media clip and a second digital media clip to be played and wherein said first clip is stored within a first digital data source and said second clip is stored within a second digital data source;

translating said playlist into a first plurality of frame accurate requests that specify first respective frames of said first clip and a second plurality of frame accurate requests that specify second respective frames of said second clip;

transmitting said first plurality of frame accurate requests over said digital data network to said first digital data source to pull digital data from said first digital data source; transmitting said second plurality of frame accurate requests over said digital data network to said second digital data source to pull digital data from said second digital data source;

receiving said first respective frames as digital data from said first source via said digital data network; rendering said first respective frames at a predetermined framerate;

before a last frame of said first respective frames is rendered from digital data, receiving a first frame of said second respective frames as digital data from said second source via said digital data network;

rendering, from digital data, said first frame of said second respective frames after said last frame at said predetermined framerate such that playback of said first digital media clip and said second digital media clip appears seamless.

Claim 2 (Previously presented). A method as recited in Claim 1 wherein said first digital data source comprises a first server coupled to said digital data network and wherein said second source comprises a second server coupled to said digital data network.

Claim 3 (Original). A method is recited in Claim 1 wherein said first plurality of frame accurate requests each specifies a respective one of said first respective frames.

Claim 4 (Original). A method is recited in Claim 3 wherein said second plurality of frame accurate requests each specifies a respective one of said second respective frames.

Claim 5 (Original). A method as recited in Claim 1 wherein said predetermined framerate is adjustable by a user.

Claim 6 (Previously presented). A method as recited in Claim 1 wherein said digital media data comprises digital audio data and digital video data.

Claim 7 (Currently amended). A system for pulling and playing digital media data stored over a digital data network, the system comprising:

a client computer coupled to said digital data network, wherein said client computer comprises:

a user interface for receiving a playlist from a user wherein said playlist specifies a first digital media clip and a second digital media clip to be played,

a playback engine for translating said playlist into a first plurality of frame accurate requests corresponding to said first clip and a second plurality of frame accurate requests corresponding to said second clip;

a first server computer coupled to receive said first plurality of frame accurate requests from said client computer via said digital data network to pull digital data from said first server computer, wherein said first server computer retrieves first respective frames of said first clip requested by said first plurality of frame accurate requests and transmits said first respective frames to said client computer as digital data via said digital data network;

a second server computer coupled to receive said second plurality of frame accurate requests from said client computer via said digital data network to pull digital data from said second server computer, wherein second server computer retrieves second respective frames of said second clip requested by said second plurality of frame accurate requests, and transmits said second respective frames to said client computer as digital data via said digital data network;

wherein said client computer renders, from digital data, said first respective frames and said second respective frames at a predetermined framerate such that playback of said first clip and said second clip appears seamless.

Claim 8 (Previously presented). A system as recited in Claim 7 wherein said first server comprises a first digital data storage for storing said first digital media clip and wherein said second server comprises a second digital data storage for storing said second digital media clip.

Claim 9 (Original). A system as recited in Claim 7 wherein said user interface allows a user to specify a beginning frame and an ending frame of a clip to be played.

Claim 10 (Original). A system as recited in Claim 7 wherein said first plurality of frame accurate requests each specifies a respective one of said first plurality of frames.

Claim 11 (Previously presented). A system as recited in Claim 7 wherein said second plurality of frame accurate requests each specifies a respective one of said second plurality of frames.

Claim 12 (Original). A system as recited in Claim 7 wherein said predetermined framerate is adjustable by a user.

Claim 13 (Previously presented). A system as recited in Claim 7 wherein said digital media data comprises digital audio data and digital video data.

Claim 14 (Currently amended). A computer readable medium containing therein computer readable codes for causing a computer system to perform a step of pulling and playing of digital media data stored across a digital data network, the method comprising the steps of:

accessing a playlist wherein said playlist specifies a first digital media clip and a second digital media clip to be played and wherein said first clip is stored within a first digital data source and said second clip is stored within a second digital data source;

translating said playlist into a first plurality of frame accurate requests that specify first respective frames of said first clip and a second plurality of frame accurate requests that specify second respective frames of said second clip; transmitting said first plurality of frame accurate requests over said digital data network to said first source to pull digital data from said first source;

transmitting said second plurality of frame accurate requests over said digital data network to said second source to pull digital data from said second source; receiving said first respective frames, as digital data, from said first source via said digital data network;

rendering, from digital data, said first respective frames at a predetermined framerate; before a last frame of said first respective frames is rendered, receiving a first frame of said second respective frames, as digital data, from said second source via said digital data network;

rendering, from digital data, said first frame of said second respective frames after said last frame at said predetermined framerate such that playback of said first clip and said second clip appears seamless.

Claim 15 (Previously presented). A computer readable medium as recited in Claim 14 wherein said first digital data source comprises a first server coupled to said digital data network and wherein said second digital data source comprises a second server coupled to said digital data network.

Claim 16 (Previously presented). A computer readable medium as recited in Claim 14 wherein said first plurality of frame accurate requests each specifies a respective one of said first respective frames.

Claim 17 (Previously presented). A computer readable medium as recited in Claim 16 wherein said second plurality of frame accurate requests each specifies a respective one of said second respective frames.

Claim 18 (Original). A computer readable medium as recited in Claim 14 wherein said predetermined framerate is adjustable by a user.

Claim 19 (Previously presented). A computer readable medium as recited in Claim 14 wherein said digital media data comprises digital audio data and digital video data.